INTRODUCTION

EnSight supports files in MPGS format. This format supports general n-sided polygons and n-faced polyhedra which may not map to EnSight's element set.

Reading data into EnSight is a two-step process. First, the appropriate files are selected. This step is largely the same regardless of the format of the data being read. Second, parts are constructed using an interface that is specific to the applicable data format. This article covers the second step for MPGS data. See **How To Read Data** for more information on selecting the appropriate files.

MPGS datasets consist of the following files. Note that the entry in the File Name column is only a suggestion – it typically does not matter to EnSight what the actual file name is.

File	File Name	Notes	Required?
Geometry	file.geo	Contains coordinates and element connectivity.	required
Result	file.res	Provides additional information about the dataset (such as time information) as well as pointers to the files actually containing the variable data.	optional
Scalar Variable	file.scl	Each scalar variable file contains one value per node defined in the geometry file.	optional
Vector Variable	file.vec	Each vector variable file contains three values per node defined in the geometry file.	optional

BASIC OPERATION

After you have specified the appropriate data files with the File Selector (opened with File > Data (Reader)... as discussed in **How To Read Data**) and clicked Okay, the Data Part Loader (MPGS) dialog will open. You use this dialog to build the desired parts. To build parts for MPGS format data:

1. **If the Data Part Loader dialog is not open, select File > Data (Part Loader)...**

   All parts defined in the geometry file will be loaded to the EnSight server. However, you have a choice for the initial visual representation of some parts as displayed on the client. The choice is made with the Load pulldown:

   All Parts: all parts are loaded to the client in the default visual representation (typically 3D Border, 2D Full).

   Part 1 Only: Only the first part is loaded to the client in the default visual representation. The other parts will have the NonVisual representation.

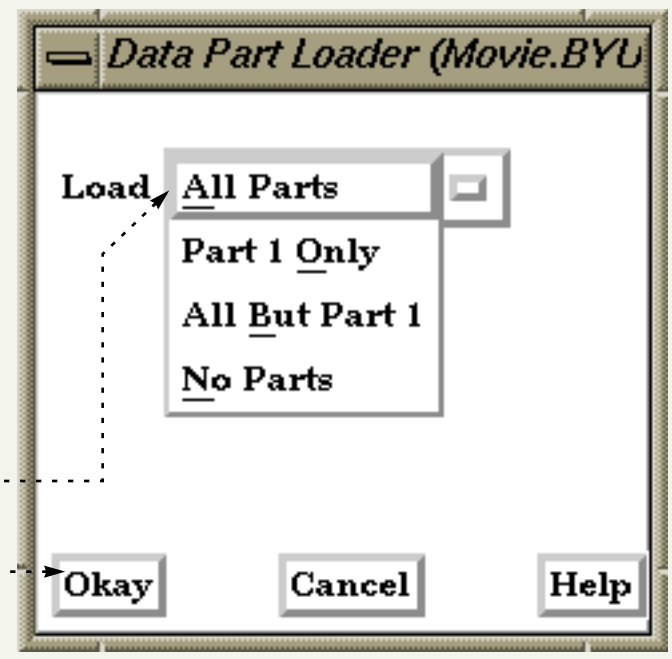
   All But Part 1: All parts *other* than part 1 are loaded to the client in the default visual representation. Part 1 will be NonVisual.

   No Parts: No parts are loaded to the client (*i.e.* the representation of all parts is set to NonVisual).

Note that you can easily change the visual representation of a part at any time. See **How To Change Visual Representation** for more information.

2. Select the desired Load option.

3. Click Okay.



Other Notes

You can reopen the Data Part Loader dialog at any time to build additional parts. Simply select File > Data Part Loader)... and build the desired parts as described above.

See Also

How To Read Data

User Manual: **Reading MPGS4 Data Files**